
ChallengeWare™

Commodore 64 Apple II Series



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PRE-SCHOOL

Pre-school Concepts Pre-school and up

Millie Moo combines colorful graphics with lesson material in order to teach young children about the concept of quantity. With this program, the child will become familiar with words such as empty, full, half full, almost empty, etc. through milk bottles that contain various amounts of milk. The child must answer questions on the quantities and is rewarded by a cheerful "moo" from "Millie".

Where is Kitty? is a program that uses a friendly character "Kitty" in order to teach the child about prepositions. In this program, a kitten appears on the screen along with a boot. The kitty will move to a location in relation to the boot and the child is asked a question about the location. "Is the kitty OVER or UNDER the boot?" for instance. Kitty becomes very happy if the child answers with the correct answer, but sad if the answer is incorrect.

Sugg. Retail \$39.95

Letters & Words Pre-school and up

Lots O' Letters is an exercise in letter recognition. It tests the child in three ways. First, four letters are displayed on the screen and the child is asked which is different from the others. The second game shows the child a letter and then lists four letters to the right of it. The child must indicate which letter to the right is the same as the one displayed at the left. The last game is similar to the third except the letters to the right of the key letter are all very similar (ie. L : I I L I).

Word Factory is an exercise in word recognition and the placement of letters and words. In this program the child can select words from three to six characters long. Through colorful graphics, the computer will then present a word displayed with various letter orders. The child must identify which word contains correctly placed letters and which does not. The child plays against a time clock.

Sugg. Retail \$39.95

Count Down Pre-School and up

Count Em' Through the colorful graphics of the forever-loved "choo-choo", Count Em' helps young children practice counting. A number of trains will appear on the screen and the child must enter the correct number to the question "How many are there?". If the child is correct, a train will chug along the tracks across the screen to its station. If the child is incorrect, the train breaks down along the way. If the child does not know the correct answer, it is available to him by pressing the ? key.

What Number is Missing? This program assists children in learning the sequence of numbers. With three levels of difficulty to choose from, the child is given three numbers in sequential order with one missing. The child must identify which number it is. Ten problems must be answered while being timed. Correct answers are rewarded by a dump truck that carries the correct numbers across the screen.

Sugg. Retail \$39.95

Early Numbers Pre-school and up

Adding With Objects Adorable colorful graphics are the key to teaching the child the mathematical function of addition. With houses, sailboats, blocks, and jack-o-lanterns, the child is given two sets of objects, with the appropriate amount below the sets, and is asked to calculate how many objects there are in all. The child is timed and rewarded for correct answers. At the end of a series of problems, an evaluation summary is displayed notifying the child of how many problems were correct and incorrect, how many times he needed assistance, and a review of the problems that gave him difficulty.

Subtracting With Objects Similar to its counterpart, Subtracting With Objects uses fun and motivational graphics to teach the child the mathematical function of subtraction. A group of objects are displayed and a certain number of those objects are taken away from the group. The child must calculate how many are left. Rewards are given for correct answers and a summary of accuracy is displayed at the end of a series of problems.

Sugg. Retail \$39.95

MATH

Early Math Elementary and up

Sum-It Mountain is an exercise in adding a series of numbers two-at-a-time. The child can choose from various difficulty levels and must try to answer the addition problems as quickly as possible in order to carry his flag to the top. If an incorrect answer is given for any of the problems, however, he must start again from the bottom. When the summit is finally reached, the computer notifies the child of how long the mountain-climb took.

Two Minute Warning places the child in the football arena where the time clock is set at the two minute mark. To win the game for his team, the child must subtract a series of numbers (yardage) two-at-a-time in order to score a touchdown! Exciting graphics depict the football hero crossing the screen (field) as each pro-

blem is answered correctly. An incorrect answer is a fumble, however, and causes the opposing team to score the touchdown. A great motivational tool for practicing subtraction skills.

Sugg. Retail \$39.95

Addition & Subtraction Elementary and up

Number Jumper is truly a challenge for all age levels, from young children to adults! This program features a track runner who must see how many hurdles he can jump at a time. The hurdles, however, are numbers that must be added. He starts by adding (jumping) two numbers (hurdles) and continues until he has added ten numbers at one time. The child can select the time limit he wants from one to ten seconds. When all ten numbers are successfully added, the track star is shown making his winning jump. If a wrong answer is given along the way, however, the hurdler fails in his jump attempt.

Column Right is an exercise in adding and subtracting numbers in column form. The child is given his choice of six difficulty levels and the function of either addition or subtraction. He then is presented with a problem which he must answer correctly in order to proceed. An accuracy summary is displayed after a series of problems have been answered.

Sugg. Retail \$39.95

Multiplication & Division Elementary and up

Math Spin is a drill in the math function of multiplication. In this game, the child plays against the computer. Two sets of multiplication problems are randomly selected and the child must try to solve each. Points are given to the child for correct answers and to the computer for incorrect answers. With single digits as the multipliers, Math Spin is an excellent educational tool for children in the primary learning of multiplication.

Last of the Ninth Set in the ninth inning of a baseball game, the child's team is trailing by ten points. The child must try to answer multiplication problems in order to win the game for his team. The child is in control in this program, however, as he decides if he wishes to make a single, double, triple, or home-run hit. Of course, the more difficult the hit, the more difficult the multiplication problem. And, the more difficult the problem, the more points he wins for the team. Will he be the hero of the day or will he strike out?

Pinball I.Q. is an exercise for children just beginning the math function of division. With a pinball machine displayed on the screen, a division problem is given and the child must calculate the whole number part of the quotient. If he answers the problem correctly, a pinball bumper will light up and he will be given points. Wrong answers will lessen his score. The game is over when he has lit all the bumpers in the machine.

Sugg. Retail \$39.95

Math Pack Drills Elementary and up

Math Bid gives the child a chance to bet on his own knowledge of the mathematical functions of addition, subtraction, division and multiplication. The child gets points for correct bids and wins when he reaches a score of 1000. This program allows the child to select the function he wishes to practice as well as the difficulty level for each.

Sector Five is a program that gives the child practice in estimations through the use of an intergalactic scenario. In this program, the child's assignment is to estimate the number of galaxy intruders who have invaded friendly territory in order to locate and send them back to their own space.

Sugg. Retail \$39.95

Math Challenge I Elementary and up

Sum Fun For the individual child or group, Sum Fun is Some Fun! It's a game of challenge and logic as the child must add a group of numbers in several ways in order to produce the highest sum. The child is given 16 single-digit numbers which are selected randomly by the computer. He must then place them in a 4 x 4 grid in such a way that the best row, column, diagonal, and the four corners produce the highest sum possible. After the child has set up his grid, the computer will show the greatest possible result.

Medal Winner Again for either the individual child or group, Medal Winner is a program that requires the child to arrange a group of numbers in such a way that it produces the highest total. This time, however, the child will use the multiplication function instead of addition. The child will arrange three numbers (5, 3, 9 for example) and devise a multiplication problem that will give him the highest product ($53 \times 9 = 477$). Players will win gold, silver or bronze medals for their achievements.

Sugg. Retail \$39.95

Math Logic I Elementary and up

Greater Than/Less Than This program is an exercise in the concepts of "greater than" and "less than". In it, the child is given examples of equations such as $(8 + 2) ? (12 - 3)$. He must enter the correct symbol -- greater than, less than, or equal to -- that will make the equation correct. After ten equations, a performance evaluation is displayed.

Give & Take Stories is a practice in solving word problems. A variety of stories are told and the child must try to solve the question at the end by using addition or subtraction. Stories concern familiar objects such as marbles, ducks, jelly beans and castles. With nine levels of difficulty, Give & Take Stories requires careful thought and knowledge of the two math functions.

Sugg. Retail \$39.95

Math Logic II Elementary and up

Robot Spare Parts Factory This program helps the child to study components of an object and then recall that object from memory. A robot is displayed and then is erased from the screen. The child must then try to place the correct components in the correct order on the robot. The components are represented by letters or symbols of the keyboard. If the child gets all six components correct, the robot is rolled off the production line. If not, the robot self-destructs. The child has three minutes to produce as many robots as he can.

Numbowl is an exercise in equation writing. The child is given three randomly selected numbers and is asked to put them into an equation that would produce a number as close to 30 as possible, but without exceeding the 30 limit. After ten "bowling frames" of equations, the child's score is added. His goal is to get a perfect score of 300.

Sugg. Retail \$39.95

Graphic Math Elementary and up

Bar Graph An exercise in the understanding and use of graphs. This program displays a graph with various information on it. Ten problems are given and at the end the child's performance is calculated.

Lasersect teaches the child about the x, y graph by using it as the controlboard of a spaceship. Space enemies fly across the screen and the child must use the graph to plot the coordinates of both the spaceship and the enemy. Then, using variables, the child must find the lead time needed to fire and shoot down the enemy.

Sugg. Retail \$39.95

Math Pack Elementary and up

Math Shoot Out Set in a scenario of the wild west, Math Shoot Out is a practice session in the four basic math functions of addition, subtraction, multiplication, and division. And, with a variety of time limits from 1 to 10 seconds, it challenges players from second grade through adult. The child chooses both the function he wishes to practice and the time limit in which he must calculate the answers. Randomly selected problems are then displayed on screen and the player must answer them one at a time within the time constraint in order to win the "Shoot Out" between himself and the outlaw Bad Math Mac. Colorful western graphics.

Slam Dunk features a basketball player whose objective is to get ten balls in the "hoop" before the three minute timer is up. He does this by correctly answering ten math problems of the function of his choice: addition, subtraction,

multiplication, or division. If he succeeds in answering all the problems correctly, the basketball player runs across the screen and makes a final "Slam Dunk". If a wrong answer is given, the ball misses the hoop and the opposing team scores. Excellent graphics! Exciting game!

Caterpillar 500 is a drill in solving equations which contain a combination of addition, subtraction and multiplication. In this program, the player must try to solve equations in order to win laps around the Indy 500-style track. The vehicle is not a car, but rather a caterpillar that runs the laps. The child must win 100 laps for his caterpillar in as short a time as possible as the time clock is ticking away.

Sugg. Retail \$39.95

Math Challenge II Upper Elementary and up

Fat Chance is a program that tests the knowledge of multiples and the skill of estimation. In this program, the child must predict the chances of a certain number being the multiple of another number.

Clay Pigeon An exercise in equation writing. Clay Pigeon gives the child a chance to "bag" a flock of clay pigeons at the carnival and become the winner. To do so, the child must combine three randomly select numbers with two different functions to produce a number as close to the one selected by the computer.

Math Golf is an exercise in equation writing using various math functions. With randomly selected numbers given by the computer, the child must place the numbers in the best order of operations to receive the best "par."

Sugg. Retail \$39.95

Fraction Skills I Elementary and up

Branded is a drill of fraction knowledge. In this program, a herd of cattle appear on the screen. Then some of the cattle are branded. The child must calculate the fraction of branded cattle that exists in the herd. The child is rewarded for correct answers. This program has an exceptional sound and graphic presentation.

On The Line introduces a fun way to learn about mixed fractions. In this program, football uniform shirts are hanging on a clothesline to dry. Each of the shirts is numbered with an improper fraction. The child's responsibility is to change those improper fractions into mixed fractions. Colorful graphics highlight this program.

Sugg. Retail \$39.95

Fraction Skills II Elementary and up

Pail Green is an exercise in calculating fractional equivalents. A fraction will

be displayed and the child must enter another fraction that is equal to it. He then can go to the "money-well" to try to scoop up buckets of dollars. If the answer he gave was correct, the pail will come up overflowing with money and that amount will be added to his score. If the answer was incorrect, some of the money will fall back into the well and the child's score will be lessened. Exceptional graphics accompany this fraction practice session.

Parting Shots is an exercise in reducing fractions. In this program, the child is shown a box with 36 characters in it. The characters are of four different varieties. The child selects which of these characters he wishes to calculate and all others are erased from the screen. The child must first calculate the fraction of the remaining characters as compared to the entire box, then reduce that fraction to its lowest terms. Points are won for all correctly reduced fractions.

Sugg. Retail \$39.95

Fraction Frenzy I Elementary and up

Ups N' Downs features a ten-step staircase, five going up and five coming back down. The child must try to climb and descend the stairs by adding and subtracting fractions. Answers must be given in their lowest terms, reinforcing the reduction of fractions. An evaluation of accuracy is displayed upon reaching the bottom of the staircase.

Tutti Frutti is an exercise in adding mixed fractions. The child is shown five addition problems and must answer one at a time. For each correct answer, he is rewarded with another scoop of ice cream in his quest to build a giant multi-flavored ice cream cone. Tutti Frutti is an excellent learning tool as it brings the child step-by-step through the procedure of calculating the correct answers.

Sugg. Retail \$39.95

Fraction Frenzy II Elementary and up

Pumping Iron This program is an exercise in subtracting mixed fractions. The child is given two mixed fractions that must be subtracted. If the correct answer is calculated, the weightlifter appears and lift a weight heavier than the previous one.

Strike Out This program teaches the child how to multiply fractions by first reducing them by eliminating their common factors of their denominator and numerator. The child is taught how to perform this process and then is tested. He must get three answers correct in a row in order to gain points. After five correct answers in a row, he moves on to the next kill level. Five skill levels in all. A performance summary is displayed at the end of the session.

Sugg. Retail \$39.95

Decimal Equivalents Elementary and up

Lawn of the Lost Rings is a program which requires the child to change fractions into decimals, and finally into percentages. The computer randomly selects a fraction with a denominator of either 10, 100, or 1000. The child is asked to give its decimal equivalent. Then he is asked to write it as a percentage. If he answers with the correct equivalents, a lawn mower appears and cuts the lawn displayed on screen so that you can find the rings that are lost. The mower will cut the percentage of grass that the child answered in his calculations so that he can see the percentage represented graphically.

Bell Ringer In this program, the child's objective is to change randomly selected fractions into their percentage form. These fractions contain denominators of either 5, 10, 20, or 25. If the child can successfully calculate the correct answer, he can select a famous character to ring the carnival bell displayed on screen.

Sugg. Retail \$39.95

Decimals Upper Elementary and up

Lights Out is an exercise in placing decimals in sequential order from largest to smallest. In this drill of decimal knowledge, the computer selects a group of random numbers and the child's objective is to indicate the largest one, then the next largest, and so on. As the child selects the correct answers, the lights in the windows of a displayed house go out one by one.

Match Point In Match Point, the child tries to build a tennis net across the screen. He does this by attempting to match decimals with their fractional equivalents and vice versa. The game is timed so the child must answer quickly and accurately.

Sugg. Retail \$39.95

Measures N' Metrics Upper Elementary and Up

Ruler Dueler is an exercise in identifying the fractional parts of a ruler through sixteenths of an inch. The program is set in a game form where a space ship must hit targets, one by one, by correctly identifying a fraction that is the reduced equivalent of his target. If he selects the correct fraction on the ruler, a laser will be shot and destroy the target. If not, the laser will beam back and radiate the ship. After 15 targets are attempted, the child's score will be given.

Metric Jump challenges the child to beat the current long jump record. The length that must be jumped in order to win is given, and the child must reach that length by converting it to a different metric length. The game, which is timed, is finished after five jumps.

Sugg. Retail \$39.95

Factors & Multiples Upper Elementary and up

Oil Well With Oil Well, learning about prime factors can be a true investment! In this program, your child has the opportunity to become an "oil tycoon" by drilling for the prime factors of numbers and striking oil. If the child can "refine" the number into its prime factors, the oil will flow from well to pipeline to oil truck.

L-C-M Machine Take a chance at the L-C-M machine and riches may be your reward! With each try for the "big money", the L-C-M machine will display three randomly selected numbers. The child must give the Least Common Multiple for these numbers in order to gain points. If enough points are gained during nine tries at the machine, the jackpot is won.

Sugg. Retail \$39.95

Prime & Composite Numbers Upper Elementary and up

Tug O' War Playing against the computer, the child must supply the divisors of randomly selected numbers in order to pull the tug o' war rope closer to his side. Wrong answers, of course, pull the rope closer to the computer's side. The child has a choice of numbers from 10 to 99.

Prime Fishin' is an exercise that challenges the child to learn the difference between prime and composite numbers. The child goes fishing with the intentions to catch only "prime" fish. "Composite" fish are illegal and the child is penalized if he catches any.

Sugg. Retail \$39.95

Advanced Calculations Upper Elementary and up

E.T.A. In this program, the child is a pilot of a plane flying against a time clock. His mission is to calculate his estimated time of arrival (E.T.A.) seven times in order to land the plane on time. To do these calculations, the child must use factors such as distance, air speed, ground speed and wind.

Figuring the Angles This program is an exercise in which the child must try to estimate the size of the angle. The problems are set in a golf scenario where the more difficult the angle, the higher the par. The object of the program is to get a score of 0 which is achieved by correctly guessing the angle each time. After nine "holes" or problems, the child's performance is evaluated.

Sugg. Retail \$39.95

GRAMMAR

Reading & Rhyming Elementary and up

Identifying Complete Sentences This program tests the child's knowledge of sentences that contain complete thoughts and those that do not. Randomly selected groups of words are displayed on the screen. The child must indicate if those words make up a complete sentence. At the end of each lesson, an evaluation of the child's work is displayed on screen.

Catch the Rhyming Fish is a drill in identifying words that rhyme. In this program, a word is displayed on the screen. Then three fish swim across the screen with words trailing behind them. The child must select the fish that is carrying the word that rhymes with the displayed word and must catch that fish with his fishing pole. An evaluation report is displayed at the end of the session summarizing the child's performance.

Tachitoscope is a program that reinforces word recognition, memory, and spelling. Small groups of words are flashed on then off the screen randomly. The child must identify the words then type them correctly using the computer keyboard. There are five speeds at which the words can be flashed and the child can select the speed he wishes. Again, a summary evaluation is presented at the end of the lesson.

Sugg. Retail \$39.95

Nouns & Verbs Elementary and up

The Noun presents a lesson on common and proper nouns. With the lesson, examples of each type of noun are displayed. When the child has completed the lesson, he is then tested on his comprehension of the material. An evaluation report is displayed at the end of the session.

The Verb Like The Noun, this program presents a lesson on verbs. The lesson covers action verbs, linking verbs and verb phrases and is accompanied by examples of each. At the end of the lesson, the child is tested on his comprehension of the material and is given a summary of his performance.

Sugg. Retail \$39.95

Adverbs & Adjectives Elementary and up

The Adjective In this program, adjectives are taught in a game format where the child plays against the computer. For every problem answered correctly, the child wins a random number of points. For every problem answered

incorrectly, however, a random number of points are taken away from his score. At the end of the game, a summary of the child's performance is displayed.

The Adverb This program teaches the child about adverbs that modify verbs, adjectives, or other adverbs. Throughout the program, examples are given to help the understanding of the material. After the lesson, the child is then tested on what he has learned and is given an evaluation summary of his performance.

Sugg. Retail \$39.95

Subject Agreement Upper Elementary and up

Agreement of Subject and Verb In this program, the child opposes the computer in a locomotive race. The race consists of completing a variety of sentences with a choice of singular and plural words. For every sentence answered correctly, the player wins distance in the race. A summary of the child's performance is displayed at the end of the race.

Subject and Predicate In this program, the child is taught about subjects and predicates. At the end of the lesson, he is then tested on the comprehension of the material. The test is in the form of 20 various sentences in which the child must identify the complete subject, the simple subject, the complete predicate, or the simple predicate. At the end of the test, an evaluation of his performance is displayed.

Sugg. Retail \$39.95

Prepositions & Modifiers Upper Elementary and up

The Preposition In this program, the child tries to win point by answering questions about prepositions. If he answers the questions correctly, he wins a number that he randomly selects. He must try to reach 500 points in as short a time as possible.

Misplaced or Dangling Modifiers In this program, the child learns about a misplaced modifier—a phrase or clause that modifies a word it should not. The computer displays randomly selected sentences, some which are worded correctly and some which are not. The child must identify which ones need to be re-written. At the end of the program, the child is given an evaluation of his performance and a listing of the sentences that he had difficulty with.

Sugg. Retail \$39.95

READING

Reading References I Elementary and up

Dictionary Guide Words This program teaches and tests the child about the guide words in a dictionary. First, the child is taught what guide words are and how they are used. Then, the child is given two columns: one with guide words and one with words that must be entered onto dictionary pages. The child must identify the words that would be found on the same page with the guide words. An evaluation of the child's performance is given at the end of the session.

Encyclopedia Key Words Using a game format, this program helps the child to understand how topics are searched for in an encyclopedia if the topic consists of more than one word. The child must solve the key word problems by applying the appropriate rule for searching topics. At the end of the session, the child's performance is evaluated.

Sugg. Retail \$39.95

Reading References II Upper Elementary and up

Card Catalog In this program the child is introduced to the card catalog found in the library. He is taught how books can be found by using it and then is tested on the comprehension of the lesson. He is given a book or author to look up and must indicate which draw it would be found. If he is correct, a graphic indicates so.

Library Terms This program helps the child become more familiar with the library and terms often used in one. The child is given a group of library terms and a series of sentences. He must choose which sentence best identifies each term. The child's performance summary is given at the end of the session.

Putting Fiction Books In Order This program teaches the child how to find fiction books on a shelf according to their alphabetical placement. The child is first taught the rules of arrangement and then is tested on his comprehension of the material. In the test, the child is given two groups of fiction books. He must then list the books in the order they would be found on the shelf. A performance summary of the child's performance is given at the end of the session.

Sugg. Retail \$39.95

SOCIAL STUDIES

Stars & Stripes Upper Elementary and up

Hat in the Ring is a program that teaches the child about elections and presidential campaigns in a game form. Hat in the Ring is designed for two players who will make decisions in the attempt for a successful election. The candidates are given nine resources with which to sway each state and deciding factors in the election include media exposure, personal campaigning, domestic issues and international issues. The player who has won the most electoral votes at the end of the game wins the election.

States & Capitals Again in game form, this program tests the child's knowledge of states and their capitals. The child is given either a state name or a capital name and must give the counterpart. At the end of the game, the child's performance is summarized.

Map Skills Upper Elementary and up

U.S. Cities is designed to build grid familiarization, city location awareness, and directional knowledge. The program contains two sections. The first is a map of the U.S. with grid marks along two sides. A city is displayed and the child must give the grid coordinates. The second section show two cities on the map with a man walking from one to another. The child must indicate which direction he is walking. Colorful graphics highlight this program.

U.S. Map This program assists the child in knowing the location of each state in our country. The program has three sections. The first enables the child to scan through the map as the computer labels the states. After becoming familiar with the states, the child may want to try the second section which displays several states and asks the child for their names. The third section asks the child to travel from one state to another, labeling them as he goes along, trying to visit as many states as possible.

Small Town, U.S.A. This program builds location awareness through an excellent graphic presentation of a small town. The town is displayed on a map which contains streets, buildings, train tracks, etc. The child is asked the name of the street on which certain buildings are located, how many blocks one building is from another, and what activities can be performed in a specific building. It is an exercise that can help a child become more familiar with his own town.

Sugg. Retail \$39.95

Pioneer Progress Upper Elementary and up

Trail West is a game in which the child reenacts the movement west. In this program, the child is on his way west to the gold fields of California. He must carefully use and trade supplies such as food, ammunition, and clothes in order to be successful.

Transcontinental Railroad In this program, the child participates in laying down the tracks of the first transcontinental railroad. To do so, he must carefully use resource units to lay track, answer questions about this period in American history, and request historical information. Colorful graphic presentation of the railroad is displayed.

Sugg. Retail \$39.95

History Flash Upper Elementary and up

History Flash promotes the knowledge of many historical facts in a game form designed for two children. In this program, the computer will ask questions in the categories of explorers, pioneers, black americans, the constitution, and presidents. The children attempt to answer the questions correctly, and if do so receive points. The child who wins 500 points first, wins the game. An exceptionally good program for learning history facts with fun.

Sugg. Retail \$39.95

SCIENCE

Earth Science I Upper Elementary and up

Torpedo Alley In this program, the child must calculate time and radar waves in order to determine the distance of seven mines located in an enemy mine field. The child must make the calculations and fire his submarine torpedos. If too many mines are miscalculated, the submarine will be destroyed.

Earthquake Given three receiving locations, the child must find the distance that each one is from an epicenter or surface origin of an earthquake. Speed and accuracy are major factors as the child tries to intersect the distances in order to find all the epicenters in their proper order.

Sugg. Retail \$39.95

Earth Science II Upper Elementary and up

Alfalfa Millionaire In this program, the child acts as a farmer who must use irrigation in order to grow his crops over the next ten years. The child must

calculate the amount of water needed for each year according to the year's evaporation rate. Depending on the amount of water the child uses, he can earn up to \$100,000 per year.

Light Five is a program that tests the child's ability to calculate voltage and amperage. Racing against the time clock, the child must use two equations to give the correct answer and light up five lights on the screen.

The Green Machine In The Green Machine, the child must use factors of time, temperature and rate in order to calculate the growth of algae. The child will be shown a pond with algae in it. He must calculate either how much algae is in it, or how long it took to grow to this extent, or what the water temperature of the pond is.

Sugg. Retail \$39.95

Weather I Upper Elementary and up

Thunderbolt is an exercise in locating the distance of thunderclouds by using the speed of sound and the time between the lightening flash and the roll of thunder. Colorful graphics highlight this program as correct answers will get the screen character into the house safely while the incorrect answer will mean getting rained on.

Wind Cloud In this program, a balloon is released into the air and rises into a cloud. The child must determine how high the cloud is and how fast the wind speed is by calculating the time it takes for the balloon to reach the cloud and the distance it traveled.

Sugg. Retail \$39.95

Weather II Upper Elementary and up

Dew Drop is an exercise in finding the height of clouds by using the ground and dew point temperatures. As clouds rise, the two temperatures drop at different rates. When the two temperatures are the same, the child will be able to find the height of the clouds.

Four Seasons Using excellent graphic presentations of the earth's location compared to the sun, this program introduces the seasons in a scientific manner. Given the graphs, the child is asked "What season is beginning in the northern hemisphere on March 31?", etc. If the child answers the questions correctly the sun shines brightly. At the end of the session, an evaluation of the child's performance is displayed.

Sugg. Retail \$39.95

The Human Body I Upper Elementary and up

Blood Bank tests the child's knowledge of the heart and blood. The program

is set up in a scenario of a blood bank with the child in charge of the supply. The child is asked questions about the heart and blood and if answers correctly, increases the blood supply. Wrong answers will decrease it. The child can also request additional information to increase his knowledge of the material.

Explorer's Digest tests the child's knowledge of the body's digestive system. This program is set in the scenario of the famous Lewis & Clark Expedition to the Pacific ocean. The child is asked questions on the digestive system and if answered correctly, will help supply food for the expedition. The success of the expedition depends on the food supply gained by the child's correct answer. Additional information about the system can also be requested.

Sugg. Retail \$39.95

The Human Body II Upper Elementary and up

Second Wind In the attempt to win a four minute race, the child must stay in good physical condition. This condition will depend on the child's ability to answer questions about the respiratory system. Answer enough of the questions correctly and win the race. Answer too many incorrectly and you won't be in good enough shape to finish.

Sunnyside Up Answering questions about the reproductive system can help the child become a better egg farmer. Questions will be given and if the child can answer them correctly, he increases his chicken's production of eggs. Wrong answers will decrease it. Flock size can also be varied. The child's evaluation of knowledge will be summarized by an egg production chart which will inform him of the weekly egg production and flock size.

Calorie Power This program will help the child to understand the importance of calories in the meals he eats each day. To begin the program, the child is asked questions on his age, sex, and height. The computer then calculates the amount of calories he needs. Then the child must choose a four-course meal for five days that will best meet his calorie goal. When the five meals have been selected, the calories selected will be compared against the calorie goal.

Sugg. Retail \$39.95

Basic Machines I Upper Elementary and up

Balance Beam is an exercise in first class levers. Given a combination of either distance, weight, or effort, the child must calculate the unknown factor in order to balance the displayed beam. Exciting graphics and music is played for correct answers.

Bull's Eye is an exercise in the workings of the second class lever. Again, the child must calculate the unknown factor through the use of the given factors. Correct answers will score a bull's eye. A performance summary will appear at the end of the session.

Sugg. Retail \$39.95

Basic Machines II Upper Elementary and up

Direct Hit is a lesson in third class levers. Given two factors, the child must find the last factor that will balance the third class lever. If the child answers the problem correctly, a cannonball will be shot and will hit its target. If the child answers incorrectly, the ball will fall in a location indicating that the given answer was either too small or too large.

Block Stacker is an exercise in the principles of work. The child must help the screen character carry six blocks of various weight up a staircase by calculating the amount of work necessary to carry each. If the child answers the problem correctly, the character will have no problem carrying them up the stairs. If the answer is incorrect, however, the character will fall back down.

Sugg. Retail \$39.95

Measuring Power and Mass Upper Elementary and up

Hay Day In Hay Day, the child must help the farmer displayed on screen lift bales of hay to the top of his barn. This is done by calculating how much work it will take to get each bale lifted. Correct answers will carry the hay up, while incorrect answers will drop the hay back down. The faster eight bales of hay can be lifted will determine how powerful the child is.

Demolition Derby In Demolition Derby, the child will have to use factors of volume and density in order to calculate which of two cars has more mass. After the child gives his answer, the two cars will begin the derby. The car with the greater mass will win the derby and the child will find out if his answer was correct or not. The child will be timed on seven problems.

Sugg. Retail \$39.95

Measuring Energy Upper Elementary and up

Watts Up In this program, the child must calculate the power in watts that is necessary to operate a conveyor belt loading five blocks into a truck. After tabulating the watts, the child must then figure out the amount of work that was used to load each block. The child must try to calculate both as quickly as possible in order to use as little energy as possible.

River Run is an exercise in finding out the horsepower that a river can produce. This calculation is determined by the slope of the river and the amount of water floating in it. Correct answers will turn the paddlewheel to power the generator to send a current of electricity to the main circuit. Incorrect answers will cause a power failure. The child's performance is timed.

Sugg. Retail \$39.95

ECONOMICS

Dollars & Sense I Upper Elementary and up

Maxi Taxi is a lesson in the value of time. In it, the child acts as a taxi driver who must earn as much as possible in an hour. He has a choice of one of three taxis, each with a different length of time per ride and each with a different fare collected. The child chooses the taxi he thinks will have the greater production and takes the taxi for a ride around the screen. After ten rides, the child will be given a summary of his performance.

Parking Lot is an exercise in supply and demand. The child will act as the owner of a parking lot wishing to keep the lot full at the highest price possible. If the child charges too much, not enough cars will be interested in parking in his lot. If his price is too low, his monthly profits will not be high enough. The child must try to calculate the price that will give him the highest profits.

Sugg. Retail \$39.95

Dollars & Sense II Upper Elementary and up

A Dollar & Change is a practice session in calculating the change that is received on a dollar. The child is given nickels, dimes, quarters, and half-dollars and must tabulate the amount that must be given back to his customers as change for purchases.

Balancing Act This program gives the child practice in balancing a checkbook. From a series of bank statements, the child must use deposits and withdrawal information in order to calculate any errors in addition and subtraction. The child is timed and depending on his performance may be made bank president or be fired.

Sugg. Retail \$39.95

Money Wise Upper Elementary and up

Spell M-O-N-E-Y This program is a practice in both spelling, economic terms, and dollar value. The child must select words to spell from a list of economic terms. Correct spellings are rewarded by hourly wages, of which some of the money is put directly in the bank to collect interest. After ten turns, the child will be notified of the amount of money that was earned and saved.

Scare City Motel is an exercise in supply and demand. The child acts as a motel owner trying to make the most profits by filling his rooms. If he has too many rooms vacant, he may want to lower the price. If he has more customers than rooms, he may want to increase the price. At the end of the session, the child's success will be measured.

Sugg. Retail \$39.95

The Ad Game This program is set around the scenario of an advertising department where the child must plan his advertising budget to achieve the highest sales. He must carefully promote a product on media such as television, newspaper, etc. He must try to achieve the highest sales after ten advertising campaigns.

Sugg. Retail \$39.95

LOGIC & STRATEGY

Jigsaw Joggle Elementary and up

Jigsaw Joggle is a game of concentration and memory. This program allows the child to choose from 16 various pictures. The picture is displayed for the child to study and then is erased. The child is then given pieces of the picture and must put them in their proper places. He must try to re-build the picture in as few steps as possible. Jigsaw contains exceptional graphics and truly enhances the memory.

Sugg. Retail \$39.95

At Wit's End Elementary and up

Pathways Designed for two children, Pathways provides grids of various size which are subdivided into smaller blocks. The children take turns building a pathway from block to block attempting to keep the pathway going until there are no other blocks to fill and the pathway has no other place to go but off the grid. The player that causes the pathway to leave the grid loses. A true challenge.

Pin Alley Designed for two children, Pin Alley requires careful consideration and strategic planning. The computer displays a random number of bowling pins on the screen. The children then take turns throwing a ball and knocking down either one or two pins at a time. The child who knocks down the last pin, wins.

Sugg. Retail \$39.95

Wits At Work Elementary and up

Huff and Puff In Huff and Puff, two cakes are displayed with candles on each. The children (this program requires two players) take turns blowing out the candles from one or both cakes and tries to be the last one to blow out the last candle. Colorful graphics and a need for indepth strategy are the key features of this program.

Cubik is a computer version of the mind-stumping cube game and requires as much, if not more, logic to solve. Cubik displays a cube of various colors. The child chooses a difficulty level from 1 to 10 and the computer jumbles the colors according to the level chosen. The child must try to arrange the cube so that each side is a solid color in as few tries as possible.

Sugg. Retail \$39.95

FOREIGN LANGUAGES

The foreign language programs will be divided into four languages: **Spanish, French, Italian, and Latin.**

Each language program will consist of four vocabulary sections. The first section will concentrate on VERBS, the second on NOUNS, the third on special words such as numbers, colors, calendar terms, etc., and the fourth section will be self described words. For each of the languages, the child will be given words in either English or the foreign language. He must then type in the word with the same meaning in the opposite language. Words which he may answer incorrectly will be repeated numerous times during the session for reinforcement.

Sugg. Retail \$39.95





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